



***Wing/Unit C2 Systems: Fly, Fight & Win***

# AFMSS Mission Planning System

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# Discussion Topics



***Wing/Unit C2 Systems: Fly, Fight & Win***

- MPS Core Release (C2.2c)
- MPS V
- Intel Feeds
- Draw Tool
- UAV Route Editor
- DAFIF Version 6



# MPS Core Release (C2.2c)

 Wing/Unit C2 Systems: Fly, Fight & Win

MPS Baseline: Requires Relink from  
C2.2b

Reasons to Use It:

- Improved Waypoint Editor & Add Point dialog
- Supports Optimum (A/S and Alt) Flight Modes
- Improved OAP Handling/Multi-Aimpoint Support
- Easy Copy Upgrade (more printers supported)
- Climb/Descent Differential

Demo Available



# MPS V



***Wing/Unit C2 Systems: Fly, Fight & Win***

MPS Baseline: C2.2c

Reasons to Use It:

- Enhanced graphic card speeds up display
- Faster processor: 440MHz
- More memory: 2MB internal cache & 512MByte
- Larger HDs: (2) 18 GByte and (2) 36 GByte

Demo Available



# MPS III vs MPS V



**Wing/Unit C2 Systems: Fly, Fight & Win**

Task	MPS-III	MPS-V	% Faster
Boot-up to Login	4 minutes	2.5 minutes	38%
Login to Pilot	40 secs.	11 secs.	73%
New Mission	23 secs.	1 sec.	96%
Open Route Editor	25 secs.	1 sec.	96%
20 Point Route Editor	45 secs.	11 secs.	76%
Composite Threat - 23 Threats (SAM)	28 secs.	5 secs.	82%
Composite Threat - 23 Threats (Det)	13 secs.	4 secs.	69%
Route Fly Through - 100 Frames (points 2-14) <i>-Terrain and Imagery</i>	50 minutes	19 minutes	62%
Loaded Japan DTED 039B	12 minutes	3:46 minutes	69%
Changing Maps	2-12 secs.	max 1.5 secs.	75%
Moving Map Center	2-12 secs.	max 1.5 secs.	75%
Loading Jog A	8:35 minutes	4:45 minutes	45%



# Intel Feeds



***Wing/Unit C2 Systems: Fly, Fight & Win***

MPS Baseline: C2.2a, C2.2b, and C2.2c

Reasons to Use It:

- Supports MIDB format
- No more data loss
- Faster loading of large databases
- Supports Intel Database Updates

Demo not available



# Draw Tool



**Wing/Unit C2 Systems: Fly, Fight & Win**

MPS Baseline: C2.2c

Reasons to Use It:

- Very Easy to Use USI
- Easy to use Bullseye creation tool
- Place symbols/lines & move/copy objects by Lat/Long
- Improved Text Tool-Font Sizes & Styles/Edit Existing Text
- Improved SUA/Boundary Displays/Symbols - Selectable colors
- Improved MTR Route Displays

Demo Available

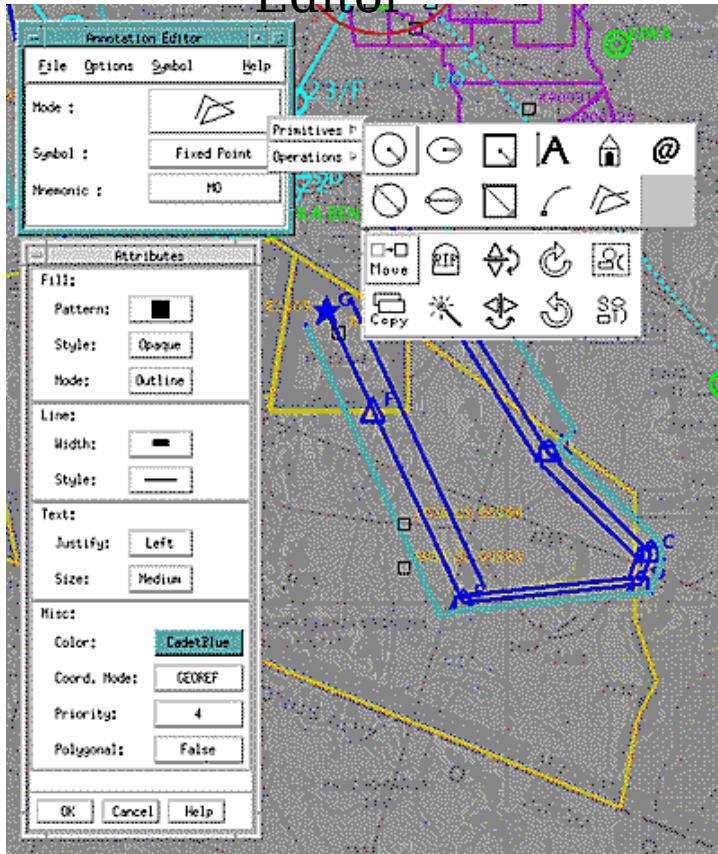


# Draw Tool

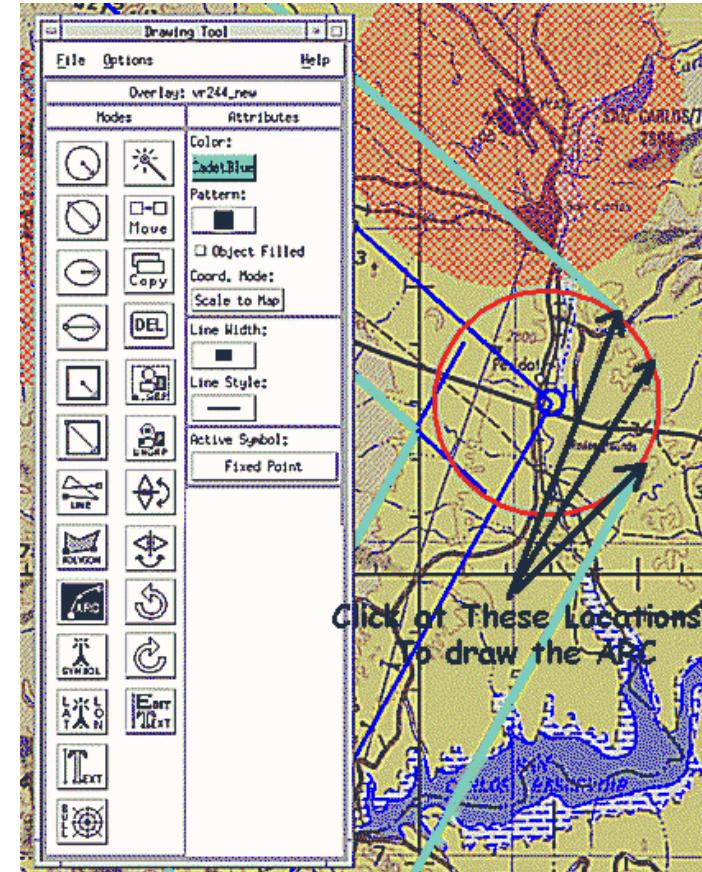


**Wing/Unit C2 Systems: Fly, Fight & Win**

Old Annotation  
Editor



New DrawTool



Click on These Locations  
to draw the APC



# Draw Tool Bullseye Tool



**Wing/Unit C2 Systems: Fly, Fight & Win**

Bullseye

Fix/Name: KCON/T

Description: CONCORD NH

Lat: N42-53.083 Long: W071-59.070

Current Datum: WGS84

Lat/Lon  UTM  MGRS  GEOREF

Mag Var: -15.56

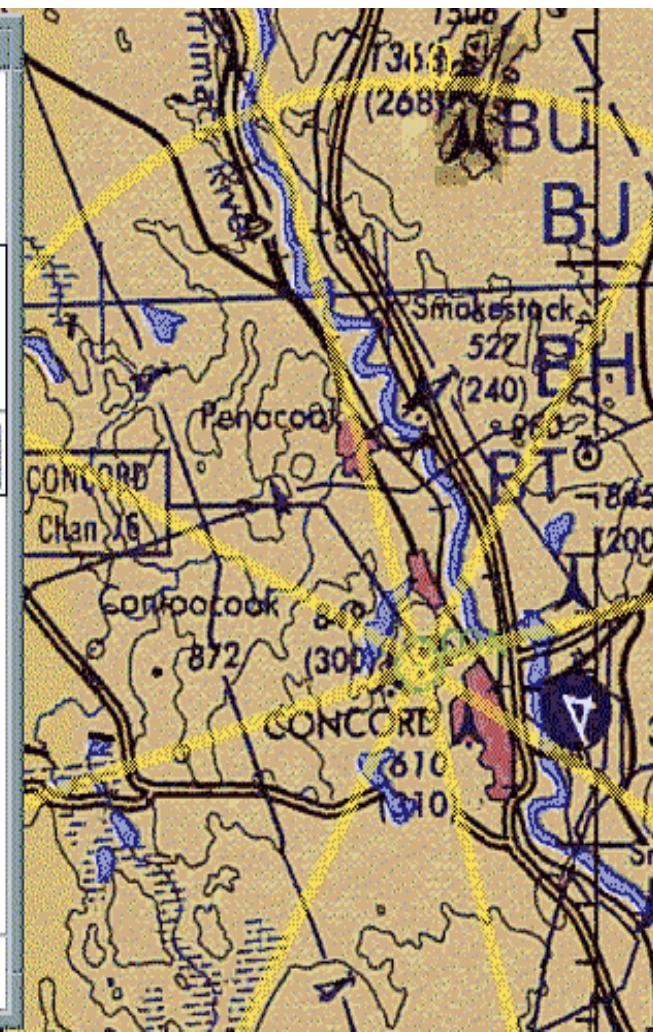
Alignment:  Mag North  True North

NM per Ring: 10

Max Ring (nm): 200

Degrees per Radial: 45

OK Apply Cancel Help





# UAV Route Editor



***Wing/Unit C2 Systems: Fly, Fight & Win***

MPS Baseline: C2.2c

Reasons to Use It:

- Faster Processing of Large Routes
- Improved AWE Route Calc
- Improved Multi Route Processing/Printing

Demo Not Available



# DAFIF Version 6



***Wing/Unit C2 Systems: Fly, Fight & Win***

MPS Baseline:      C2.2a, C2.2b, and  
C2.2c

Reasons to Use It:

- Allows you to load DAFIF 6 data

Demo Not Available



# Backup



***Wing/Unit C2 Systems: Fly, Fight & Win***



# Potential Release Unix CMF Tool



**Wing/Unit C2 Systems: Fly, Fight & Win**

Available:      ???

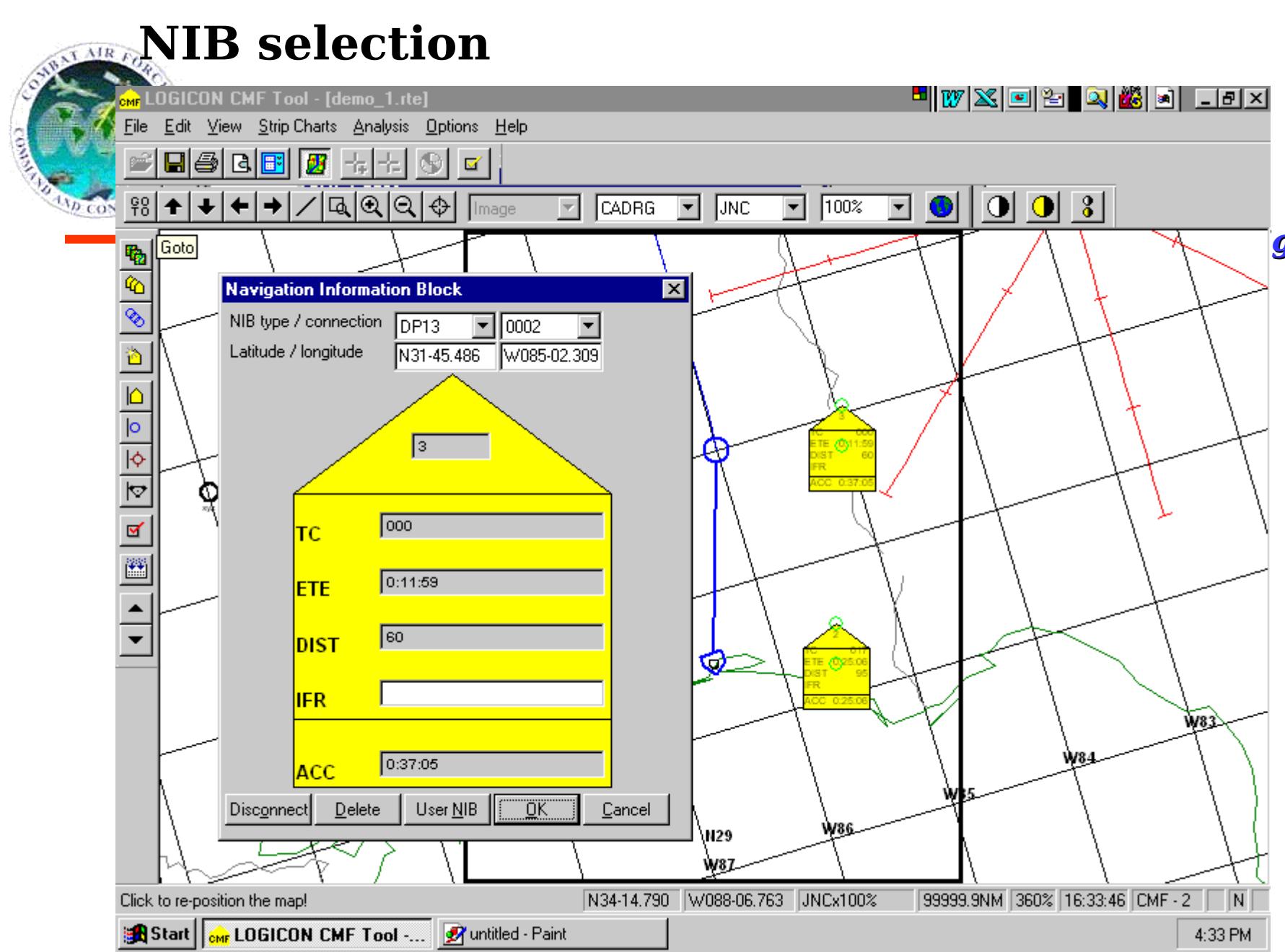
MPS Baseline:    C2.2c

Reasons to Use It:

- Identical to PFPS CMF Tool
- Display and Print MPS Mission Planning Overlays in CMF Tool
- Fully Integrated with the Route Server

Demo Not Available

# NIB selection



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# FLIP/ACO Route Improvements

→ **Wing/Unit C2 Systems: Fly, Fight & Win**

Available: March 2000

MPS Baseline: C2.2b and C2.2c

Reasons to Use It:

- ACO (Operational Routes) Editor improvements
- Improved Fix/Description for Op Routes/AR Routes
- Retains NavAid used to define point for TRs, ARs, and ACOs
- Defines Op Route Radial/DME Fixes using Slave Variation
- Makes NavAid Channel/Frequency available to Forms

Demo Available



# MPS III vs MPS V

## Performance



**Wing/Unit C2 Systems: Fly, Fight & Win**

MPS3 vs MPS5	Dual 150 mHz		360mHz
	MPS3	MPS5	
Boot-up to login	4 Minutes	2.5 minutes	
Login to Pilot	40 Seconds	13 Seconds	
New Mission	23 Seconds	3 Seconds	
Open Route Editor	25 Seconds	3 Seconds	
20 Point Route Compute	45 Seconds	15 Seconds	
Composite Threat 23 threats(SAM)	28 Seconds	5 Seconds	
Composite Threat 23 threats(Det.)	13 Seconds	4 Seconds	
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